Claims

[0071] What is claimed is:

1	1. A computer-implemented input method for a user interface, the user
2	interface including a zone occupying less than the entire user interface, the
3	method comprising:
4	responsive to a user input in the zone being stroke input, performing a
5	command associated with the user input; and
6	responsive to the user input in the zone being a menu activation com-
7	mand, displaying a menu including a plurality of commands.
1	2. The method of claim 1, wherein the zone is associated with an object,
2	and wherein performing a command comprises manipulating the object.
1	3. The method of claim 1, wherein the zone is adjacent to an object.

5. The method of claim 1, wherein the menu comprises at least one command associated with stroke input.

4. The method of claim 1, wherein the menu activation command com-

prises pressing a button.

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- 6. The method of claim 5, wherein the menu comprises, for each command associated with stroke input, an icon indicating the associated stroke input.

 7. The method of claim 1, wherein the zone comprises a portion of a window associated with an object.
- 8. The method of claim 1, further comprising, responsive to the user input in the zone being of the second type:

 receiving a selection of a command from the menu; and
- performing the selected command.
- 9. The method of claim 1, wherein the user interface includes a plurality of zones, each zone corresponding to a type of command, and wherein the command associated with the user input and the commands in the menu belong to the type.
- 1 10. The method of claim 1, wherein the user interface includes a plurality
 2 of zones surrounding an object, and wherein performing the command com3 prises performing the command on the object.
- 1 11. The method of claim 10, wherein performing the command on the object comprises changing a characteristic of the object.

1	12. The method of claim 11, wherein changing the characteristic of the ob-
2	ject comprises:
3	responsive to the stroke input being along a first axis, changing the char-
4	acteristic of the object by a first increment; and
5	responsive to the stroke input being along a second axis, changing the
6	characteristic of the object by a second increment different from
7	the first increment.
1	13. The method of claim 12, wherein the second increment is of smaller magnitude than the first increment.
1	14. The method of claim 12, wherein the menu comprises commands for changing the characteristic of the object by the first and second increment.
1	15. The method of claim 12, wherein the second axis is perpendicular to the first axis.
1	16. The method of claim 15, wherein one axis is vertical, and the other axis is horizontal.
1	17. The method of claim 12, wherein the characteristic of the object is one
2	selected from the group consisting of:
3	a start position;

- an end position;
- 5 a duration;
- 6 a size;
- 7 a length;
- 8 a date;
- 9 a time;
- a numeric value;
- a width;
- 12 a height;
- an image cropping specification;
- a thickness;
- a decimal place location;
- playing speed;
- playing position;
- a leading character;
- a terminating character;
- a location;
- 21 an alignment;
- 22 a rotation;
- 23 a font;
- 24 a style;

25	a capitalization;
26	a color;
27	an opacity;
28	a brightness; and
29	a relative volume.
1	18. A system for accepting user input for performing a command, the sys-
2	tem comprising:
3	a display device, for displaying a user interface including a zone occupy-
4	ing less than the entire user interface;
5	an input device, for accepting using input associated with the zone; and
6	a processor, coupled to the display and the input device, for:
7	responsive to a user input associated with the zone being stroke in-
8	put, performing a command associated with the user in-
9	put; and
10	responsive to the user input associated with the zone being a menu
11	activation command, causing the display device to dis-
12	play a menu including a plurality of commands.
1	19. The system of claim 18, wherein the zone is associated with an object,
2	and wherein performing a command comprises manipulating the object

- 20. The system of claim 18, wherein the display device displays an object, 1 and wherein the zone is displayed adjacent to the object. 2 21. The system of claim 18, wherein user input comprises the menu acti-1 vation command comprises pressing a button on the input device. 2 22. The system of claim 18, wherein the menu comprises at least one com-1 mand associated with stroke input. 2 23. The system of claim 22, wherein the menu comprises, for each com-1 mand associated with stroke input, an icon indicating the associated stroke in-2 3 put. 24. The system of claim 18, wherein the display device displays a window 1 associated with an object, and wherein the zone comprises a portion of the win-2 dow. 3 25. The system of claim 18, further comprising, responsive to the user in-1 put in the zone being of the second type:
- the processor performs the selected command. 5

from the menu; and

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the input device receives input representing a selection of a command

- 26. The system of claim 18, wherein the user interface includes a plurality
- of zones, each zone corresponding to a type of command, and wherein the com-
- 3 mand associated with the user input and the commands in the menu belong to
- 4 the type.
- 27. The system of claim 18, wherein the user interface includes a plurality
- of zones surrounding an object, and wherein the processor performs the com-
- mand by performing the command on the object.
- 28. The system of claim 27, wherein the processor performs the command
- 2 on the object by changing a characteristic of the object.
- 29. The system of claim 28, wherein the processor changes a characteristic
- of the object by:
- responsive to the stroke input being along a first axis, changing the char-
- acteristic of the object by a first increment; and
- responsive to the stroke input being along a second axis, changing the
- characteristic of the object by a second increment different from
- 7 the first increment.
- 30. The system of claim 29, wherein the second increment is of smaller
- 2 magnitude than the first increment.

31. The system of claim 29, wherein the menu comprises commands for 1 changing the characteristic of the object by the first and second increment. 2 32. The system of claim 29, wherein the second axis is perpendicular to 1 2 the first axis. 33. The system of claim 32, wherein one axis is vertical, and the other axis 1 is horizontal. 2 34. The system of claim 29, wherein the characteristic of the object is one 1 selected from the group consisting of: 2 a start position; 3 an end position; 4 5 a duration; 6 a size; a length; 7 8 a date; a time; a numeric value; 10 a width; 11

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a height;

an image cropping specification;

- a thickness;
- a decimal place location;
- playing speed;
- playing position;
- a leading character;
- a terminating character;
- a location;
- 21 an alignment;
- 22 a rotation;
- a font;
- 24 a style;
- 25 a capitalization;
- a color;
- 27 an opacity;
- a brightness; and
- 29 a relative volume.
- 35. A computer program product for accepting input in a user interface,
- the user interface including a zone occupying less than the entire user interface,
- 3 the computer program product comprising:
- a computer-readable medium; and
- 5 computer program code, encoded on the medium, for:

6	responsive to a user input in the zone being stroke input, perform-
7	ing a command associated with the user input; and
8	responsive to the user input in the zone being a menu activation
9	command, displaying a menu including a plurality of
10	commands.

- 36. The computer program product of claim 35, wherein the zone is associated with an object, and wherein the computer program code for performing a command comprises computer program code for manipulating the object.
- 37. The computer program product of claim 35, wherein the zone is adjacent to an object.
- 38. The computer program product of claim 35, wherein the menu activation command comprises pressing a button.
- 39. The computer program product of claim 35, wherein the menu comprises at least one command associated with stroke input.
- 40. The computer program product of claim 39, wherein the menu comprises, for each command associated with stroke input, an icon indicating the associated stroke input.

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- 1 41. The computer program product of claim 35, wherein the zone com-
- 2 prises a portion of a window associated with an object.
- 1 42. The computer program product of claim 35, further comprising com-
- 2 puter program code for, responsive to the user input in the zone being of the sec-
- 3 ond type:
- 4 receiving a selection of a command from the menu; and
- 5 performing the selected command.
- 1 43. The computer program product of claim 35, wherein the user interface
- 2 includes a plurality of zones, each zone corresponding to a type of command,
- 3 and wherein the command associated with the user input and the commands in
- 4 the menu belong to the type.
- 1 44. The computer program product of claim 35, wherein the user interface
- 2 includes a plurality of zones surrounding an object, and wherein the computer
- 3 program code for performing the command comprises computer program code
- 4 for performing the command on the object.
- 45. The computer program product of claim 44, wherein the computer
- 2 program code for performing the command on the object comprises computer
- 3 program code for changing a characteristic of the object.

- 1 46. The computer program product of claim 45, wherein the computer
- 2 program code for changing the characteristic of the object comprises computer
- 3 program code for:
- 4 responsive to the stroke input being along a first axis, changing the char-
- 5 acteristic of the object by a first increment; and
- responsive to the stroke input being along a second axis, changing the
- 7 characteristic of the object by a second increment different from
- 8 the first increment.
- 1 47. The computer program product of claim 46, wherein the second in-
- 2 crement is of smaller magnitude than the first increment.
- 1 48. The computer program product of claim 46, wherein the menu com-
- 2 prises commands for changing the characteristic of the object by the first and
- 3 second increment.
- 49. The computer program product of claim 46, wherein the second axis is
- 2 perpendicular to the first axis.
- 50. The computer program product of claim 49, wherein one axis is verti-
- 2 cal, and the other axis is horizontal.

- 51. The computer program product of claim 46, wherein the characteristic
- of the object is one selected from the group consisting of:
- a start position;
- an end position;
- 5 a duration;
- 6 a size;
- 7 a length;
- 8 a date;
- 9 a time;
- a numeric value;
- 11 a width;
- 12 a height;
- an image cropping specification;
- 14 a thickness;
- a decimal place location;
- playing speed;
- 17 playing position;
- a leading character;
- a terminating character;
- 20 a location;
- 21 an alignment;

- a rotation;
- 23 a font;
- 24 a style;
- 25 a capitalization;
- a color;
- 27 an opacity;
- a brightness; and
- 29 a relative volume.